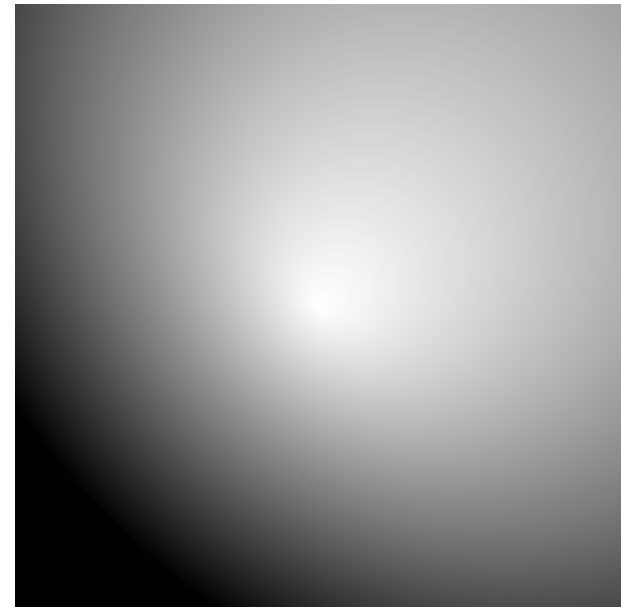
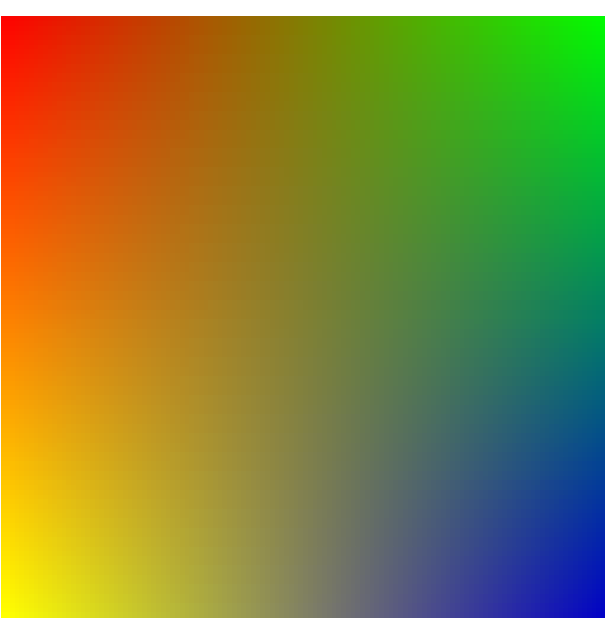
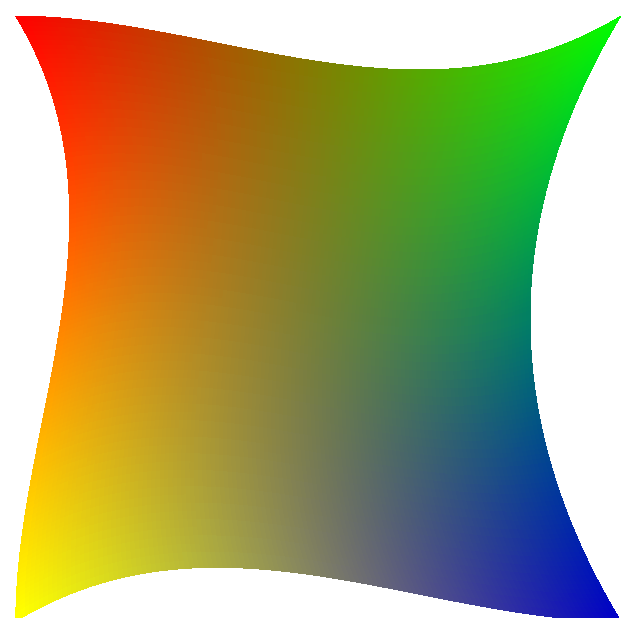
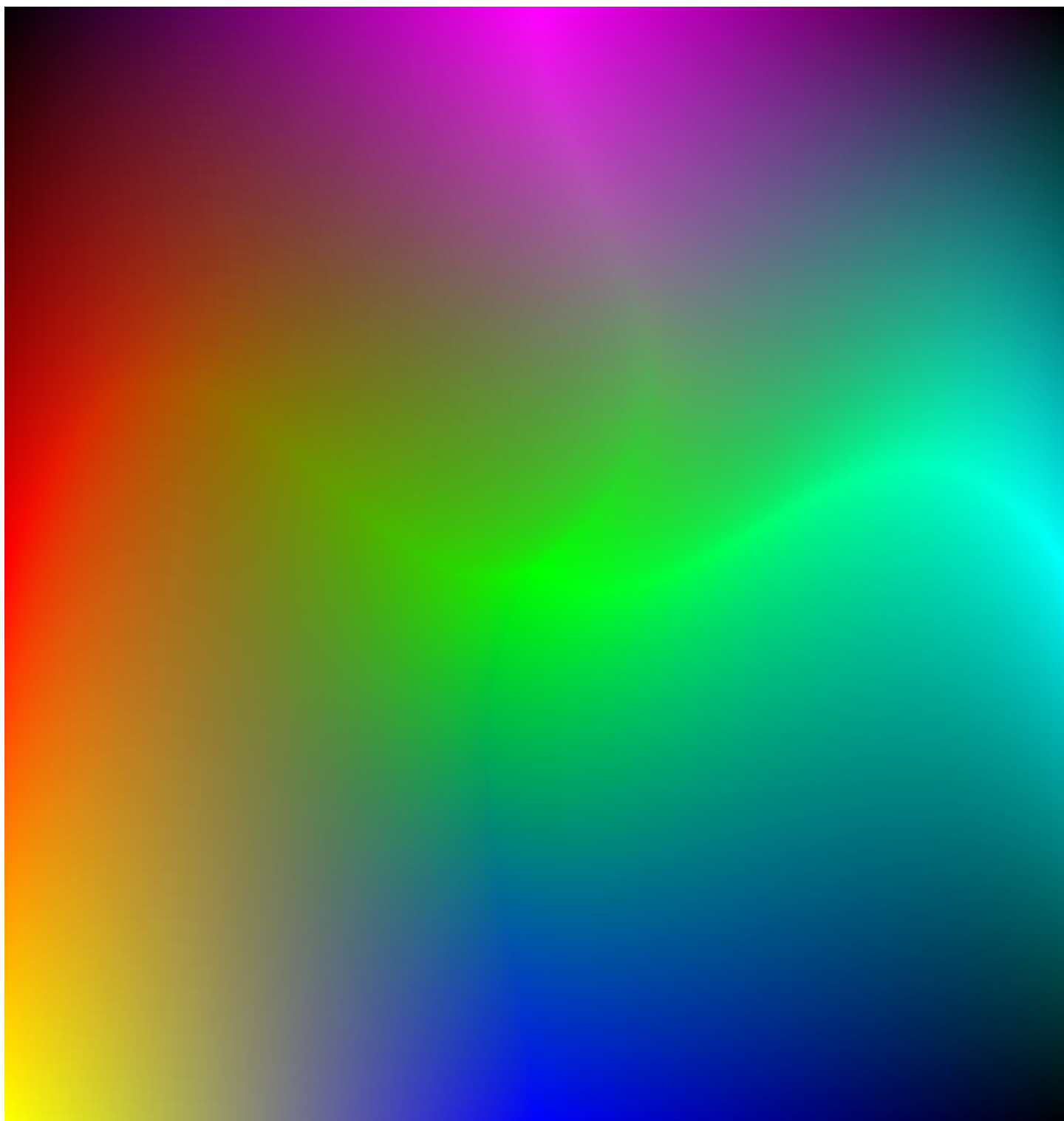
**LinearGradient()****RadialGradient()****CoonsPatchMesh()****CoonsPatchMesh()**



CoonsPatchMesh()